ELECTRONIC ARTS®

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DESERT™ STRIKE

RETURN TO THE GULF

EA AIR FORCE

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

Warning: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® hardware system or game pak.

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Nintendo®

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From left to right: Greg Thomas, John Manley, John Schappert, Scott Patterson, Richard Robbins and Mike Posehn

VISUAL CONCEPTS

Founded in 1988, Visual Concepts has always sought to build exceptionally creative video games through innovative designs and technical excellence. The staff consists of fifteen individuals who share a love of great games. John Schappert, who programmed *Desert Strike* for the Super NES®, saw the task of recreating the excitement and playability of the original version as a terrific challenge. Having completed the time consuming work, John plans to take a vacation in Miami and then focus on baseball.

MIKE POSEHN

Desert Strike: Return to the Gulf is Mike Posehn's first video game. Being keenly interested in the most advanced military technology, when Electronic Arts asked him to build this product Mike jumped at the chance. In addition to being the consummate computer programmer, Mike Posehn is a devoted family man and an avid fisherman. He lives in Soquel, CA with his wife and two children.

PAUL VERNON

Paul Vernon was the "pixeler" responsible for all the pixel art seen in *Desert Strike*. Before Paul's tour of duty to Operation Desert Strike, he was seen wiping out in *Road Rash*, slam-dunking hoops in *Lakers vs. Celtics* and golfing around the *PGA Tour*. From desert blasting to sand traps—look for him soon on a beach near you.

JOHN MANLEY

John Manley has been the Electronic Arts expert on all of Mike Posehn's products. Working on the design for *Desert Strike* afforded John the opportunity to apply his love of films in creating the game's Hollywood-style rescue scenarios.

CONTROL SUMMARY

FLYING	**Control Pad**	**up**	**down**	**right**	**left**
With Momentum		fwd	rev	right	left
From Cockpit		fwd	rev	right	left
From Above		north	south	east	west

Press and hold either finger trigger w/Control Pad left/right/up/down to jink. (see p.35)

FIRING — standard settings. You can modify controls (p.9-11)

A Radar guided missiles

B Hydra missiles (Hold button for continuous fire.)

Y Chain guns (Hold button for continuous fire.) Although the chain gun may appear to be hitting an object, make sure you look for the gray explosion and listen for the loud impact noise to make certain you are on target. Misses appear as yellow explosions and make only a small "gunfire" noise.

*This game makes great use of controllers with rapid fire or "turbo" options.

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DESERT STRIKE: RETURN TO THE GULF

Without warning a madman has emerged in the Middle East and threatens to start Armageddon. The international community knows very little about this menace, the self-styled "General" Kilbaba, but we have enough evidence of his military capabilities to take his threats very seriously. The President has chosen you to fly a series of dangerous preemptive campaigns in the desert to vanquish this maniac.

If you want to begin right away, follow the simple start-up procedures listed below and go straight to p. 6 for Quickstart instructions. If you'd like an in-depth walk-through of the first Campaign, go to p. 17. By following the walk-through carefully, you'll learn the minimum skills necessary to win all the campaigns. After you complete the first campaign, pay close attention to the briefings and debriefings before and after each successive campaign. This manual also provides some useful information about the later campaigns, as well as a chapter on hints and strategy tips. Good luck. War is heck.

WARM UP YOUR CHOPPER: STARTING THE GAME

1. Turn OFF the power switch on your Super NES™.

Never insert or remove a Game Pak when the power is ON.

2. Insert the Game Pak into the slot on the Super NES™. Press the Game Pak down firmly to lock it in place.

3. Turn ON the power switch.

4. The cinematic introduction begins automatically after the title screen. The intro moves at a set rate, but you can press **Y**, **B**, or **A** to page through more rapidly. At the end of the intro the *Main Menu* will appear automatically.

You can press START anytime during the intro to go straight to the *Main Menu*.

5. If you want to see a brief demonstration of the first campaign, press **X**. If you don't press any buttons, the demo will begin automatically. After the first demo, the intro is replayed, followed by a demo of the second campaign, and so on.

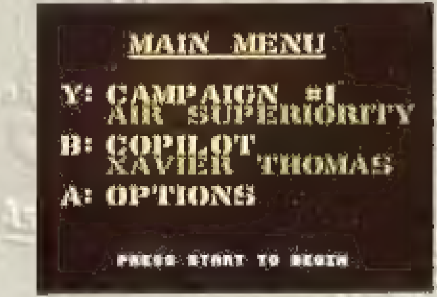
6. Press START at any time during the demo to return to the *Main Menu*.

QUICKSTART TO DESERT STRIKE

- Use the Control Pad to fly and the buttons to fire.
- During the game, press START to call up the map.

- Use the Control Pad to locate targets, supplies, and enemy weapons on the map.
- Although the chain gun may appear to be hitting an object, make sure you look for the gray explosion and listen for the loud impact noise to be certain you are on target. Misses appear as yellow explosions and make only a small "gunfire" noise.
- Hover over crates, drums, and people to pick them up.
- Complete the missions in order.
- Drop off passengers in landing zones to restore armor.
- Read all the text on the screen.
- Supplies are sometimes concealed inside targets.

MAIN MENU

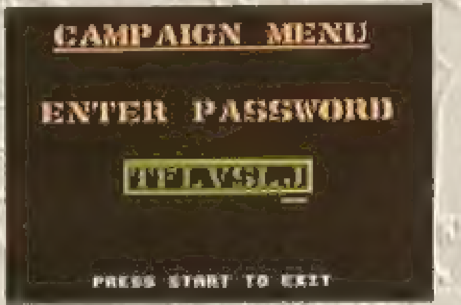

MAIN MENU
Y: CAMPAIGN #1
AIR SUPERIORITY
B: COPILOT
XAVIER THOMAS
A: OPTIONS
PRESS START TO BEGIN

CHOOSE YOUR CAMPAIGN

If this is your first time playing, or if you don't have a password, then you must start with CAMPAIGN #1.

- From the *Main Menu*, press **X** if you'd like to see the demo, and press START while in the demo to go back to the *Main Menu*.
- Press START when you're ready to begin a campaign.

RESTORING A PREVIOUS GAME


CAMPAIGN MENU
ENTER PASSWORD
TFLVSLJ
PRESS START TO EXIT

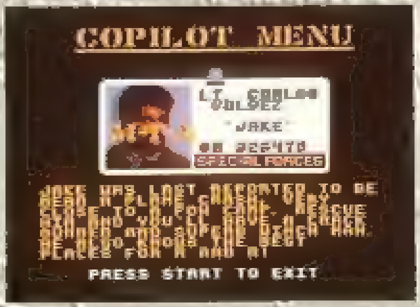
- From the *Main Menu*, press **Y** to go to the *Campaign Menu*.

Enter your **Password** in the following manner:

- Press Control Pad up/down to select the correct letter.
- Press Control Pad left/right to move the cursor.
- Press START to return to the *Main Menu*.

See ***Password*** on p. 34.

CHOOSE YOUR COPILOT


COPILOT MENU
"JAKE"
SPECIAL FORCES
PRESS START TO EXIT

Your copilot is responsible for aiming the guns and operating the winch. The more capable your copilot, the easier your job as pilot will be and the more likely you are to save the world. Each copilot has a dossier.

- Press **B** to go to the COPILOT SELECTION screen.

The *Special Forces* badge on the screen shows a picture of the copilot, his/her name and nickname, and his/her serial number. Below each badge is a brief background and evaluation of the copilot. The evaluations discuss the copilot's skill with the chaingun and the winch.

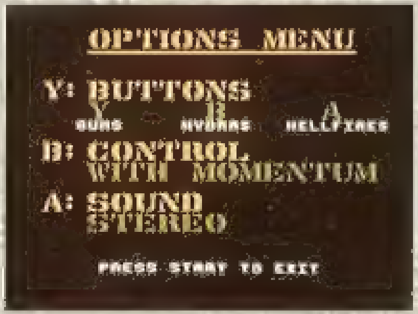
Notice that "Jake" is listed as MIA, which stands for Missing in Action. You can't select a pilot who is listed as MIA. Jake is out there somewhere, and if you find him and return him safely to the frigate for some much needed first aid, you'll be able to fly the subsequent campaigns with the best copilot of the bunch.

- Press Control Pad left/right to review copilots.

When the copilot you want is showing on the screen,

- Press START to return to the *Main Menu*.

CHOOSE CONTROL OPTIONS



OPTIONS MENU

Y: BUTTONS
Y B A
GUNS HYDRAS HELLFIRES
B: CONTROL
WITH MOMENTUM
A: SOUND
STEREO

PRESS START TO EXIT

With the game options screen you can select from various control features.

- Press **A** to go to the *Options* screen.

BUTTONS

- Press **Y** to select your desired button configuration.

CONTROL

- Press **B** to select your desired control option.

Beginning players might wish to control the Apache From the Cockpit, or From Above as there's less room for error. But these settings are not as realistic as With Momentum. When you've mastered one or both of the other control options, move on to With Momentum for a fuller experience.

Your Apache flies low at a fixed altitude to reduce the likelihood of detection.

With Momentum – This is the standard setting, which means that the computer automatically selects it when you turn on your Super NES™.

The Apache carries momentum, and you have to compensate for it while flying.

- Press Control Pad up to fly forward.
- Press Control Pad down to fly in reverse.
- Press Control Pad left to turn left.
- Press Control Pad right to turn right.

From Cockpit – The controls operate exactly as described above, except you don't have to compensate for momentum.

Note: Just as in "With Momentum" and "From Above", you view your Apache from above.

From Above – The Control Pad represents the compass points on a map.

- Press Control Pad up to fly north.

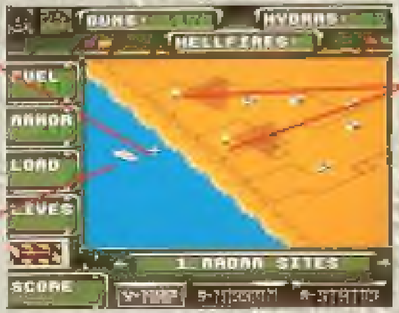
- Press Control Pad down to fly south.
  - Press Control Pad right to fly east.
  - Press Control Pad left to fly west.
- When you're satisfied with your choice of options, press START to return to the *Main Menu.*
- Press START again to begin the game.

Note: Once you change either the button configuration or the control option, the settings remain changed until you change them back or turn off your Super NES™. Resetting the game does not affect Control Options.

PAUSE/THE MAP SCREEN

You will need to refer to the battle map continually throughout each campaign to locate yourself in relation to your targets and objectives. **The action pauses when you call up the map screen.** From the *Map Screen* you can access military data specific to your current campaign, and call up a record of your **status** for that campaign.

THE BATTLE MAP



Besides your weapons, the battle map is your most important tool as a pilot.

- Press START when flying to pause the game and reveal the map screen.

Your Apache is depicted with a white, twirling X. Select objects from the display below the battle map. The object selected blinks on the battle map.

THE SELECTION DISPLAY

- Press Control Pad left/right to select mission targets and other objects on the battle map.

In the first three campaigns, your missions are numbered in the selection display beneath the battle map. The missions should be completed in order, though there is nothing to stop you from attempting to go out of order.

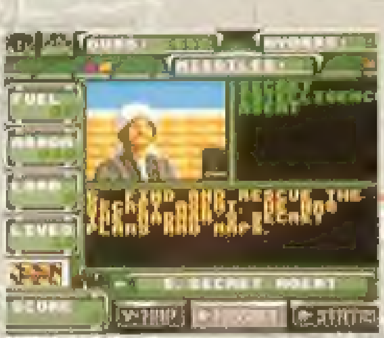
In the fourth campaign, only the first mission is displayed initially. When you complete the first mission, the second is revealed, and so on.

Other important objects on the terrain are listed after the missions.

- Press **B** for a description of each object.

Note: In the latter three campaigns fuel and ammo, and a few other special items, are concealed in buildings, dunes, rocks, etc., but do not appear on the map until you destroy the structures surrounding them.

MISSION DATA LOG



You can obtain detailed information about the targets and objectives of a campaign from the *Mission Data Log*.

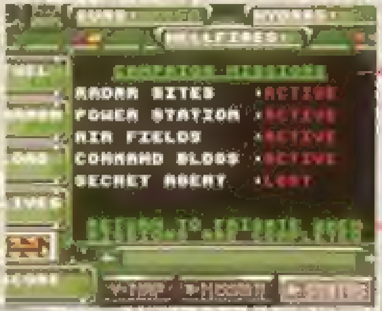
- Press **B** from the *Map Screen* or *Campaign Status* to call up the *Mission Data Log*.
- Press Control Pad left/right to toggle through the items.

Notice that every item on the map has a corresponding file in the data log. There you will find a picture of the item, its name, and pertinent information.

ARMOR POINTS
Armor points are listed for some of the targets. The number represents the amount of damage that target can take before it is destroyed.

POWER POINTS
Power points are listed for the enemy's weapons. If you get hit by a Rapier SAM, which packs a 100 point wallop, your armor will lose 100 points.

CAMPAIGN STATUS


RADAR SITES : ACTIVE
POWER STATION : ACTIVE
AIR FIELDS : ACTIVE
COMMAND BLDGS : ACTIVE
SECRET AGENT : LOST

- Press **A** from your *Map Screen* or your *Mission Data Log* to call up your *Campaign Status*.

The status readout gives you an up-to-the-moment report on your progress in the campaign. Each mission is listed in order. Missions whose statuses are displayed in green letters are completed. Missions whose statuses are displayed in red are not completed.

CRITICAL INFORMATION

You are allotted three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on to the next campaign.

Although the chain gun may appear to be hitting an object, make sure you look for the grey explosions and listen for the loud impact noise to be certain you are on target. Misses appear as yellow explosions and make only a small "puffing" noise.

At times during a campaign you will receive announcements of incoming intelligence reports. If you wait more than 10 seconds to access the report, it will not be available.

- Press START to access the intelligence reports.

Each time you drop off a passenger at a landing site your mechanics have time to work on your armor. In Campaign # 1, each passenger is worth 150 armor points. In all subsequent campaigns, each is worth 100 points.

When your fuel level reaches 14 units a warning message appears on the screen. Each time you burn two more units, the message appears again. When your Armor is reduced to 125 points, you receive a similar warning message.

Note: Warnings do not appear when you are flying over water.

If you crash from lack of fuel, your armor is automatically restored to a full 600 points.

If you blow up from loss of armor, your fuel supply remains the same as it was before you crashed, unless you had fewer than 25 units of fuel, in which case your fuel tank is restored to 25 units.

If you bump into an object (except for the frigate) your armor loses ten damage points and you lose control of the Apache momentarily. Also, you cause ten damage points to the object you bumped into.

When you crash and are restored, your "load" of passengers and your supply of ammunition remain the same.

The following critical information appears on the map screen.

Lives—Number of lives remaining

Load–Number of passengers aboard (6 max.)

Armor–Protection against attack (5-600)

Fuel–Fuel remaining (2-100)

Guns–Rounds remaining in the chain gun (1178 max.)

Hydras–Hydras remaining (38 max.)

Missiles–Missiles remaining (8 max.)

Score–The higher your Score, the more you've accomplished. Bonus points are sometimes available if you complete all tasks on a given mission. For example, if you need only rescue 14 of 16 MIAs to complete a mission, bonus points are awarded for rescuing the other two.

You can lose points for destroying civilian or friendly targets.

SNAFUS

SNAFU is an American military acronym which stands for "Situation Normal—All Fouled Up". The incompetence which once characterized the American armed forces apparently became so widespread at one point that military personnel had no other choice but to make fun of themselves.

A SNAFU in *Desert Strike* is no laughing matter. When a SNAFU ("Return to the Frigate") message appears on the screen, it means that you have done something to make winning the current campaign impossible. So you must return to the frigate and begin that campaign again. At end of each campaign section in this manual, you'll find a list of the relevant snafus.

CAMPAIGN #1: AIR SUPERIORITY

The following campaign descriptions divulge certain facts about the game and serve to make it easier to play. In no way are they necessary for your successful completion of the game. For the maximum challenge, refrain from reading on.

This campaign takes place in the morning. Once you begin a campaign you cannot land on the frigate until you complete all phases of the campaign or cause a snafu. Furthermore, the frigate will disappear from the map until you are allowed to land on it, unless you fly close enough to have your weapons disarmed.

The first order of business in any modern military conflict is to establish air superiority. Accordingly, in your first mission you must demolish the enemy's airfields. But before you can do that safely, you need to take out his radar and power stations.

After the airfields come the command centers, where the enemy commanders cower. To accomplish the final mission of the first campaign you have to blow up the command centers and abduct an enemy commander, for only then will you learn where the allied spy is being held captive. The spy holds the madman's secret nuclear plans.

A WALK-THROUGH (Tactics)

For the purposes of this walk-through, the top of the screen is north.

- Press anywhere on the Control Pad to lift off the frigate.
- As soon as you lift off, press START to check out the map. As you see, land lies to the east and the enemy's radar sites are blinking. To destroy both radar sites is your first objective. It will help to know how well defended the radar sites are.

- Press Control Pad left/right to see what kind of weapons the enemy has deployed near the radar sites. When you come to AAA (Anti-Aircraft Artillery) you see that each radar site is defended closely by two AAA batteries.
- Press **B** for more information about AAAs. You see that the enemy's AAAs are not heavily armored and pack only a 20 point wallop. Their accuracy is poor, but they fire rapidly. They rotate at medium speed and do not benefit from radar. In all, AAAs do not appear to be very formidable defenses. You should be able to handle them easily.
- Press START to return to the campaign.
- Fly to the southernmost radar site. You might have to call up the map again to get your bearings.
- On your way there you will likely run across soldiers skirmishing on the ground, or be fired upon by a lone enemy. Soldiers dressed in khaki are MIAs in need of rescue. Rescuing MIAs is part of your job and also can be a great benefit to you. You may not land at a landing site if you do not have a least one passenger. **Each passenger you drop off restores 150 points to your armor, to a maximum of 600 points.**
- If you like, destroy the enemy aggressor and hover over the MIA, who is probably flailing his arms. The rope ladder will descend as you approach the MIA. When you are correctly positioned over the MIA, he will grab the ladder and your copilot will pull him aboard.
- At the beginning of Campaign #1 there are at least 15 MIAs. As time advances, the MIAs gradually are hunted down and terminated. That in mind, you might find it expedient to eliminate all the enemy ground troops you come across. Apart from adding to your point total, you will be protecting the lives of your MIAs, and hence your own longevity.

- [illegible] the AAA inside the fence and [illegible] as soon as you are [illegible] to destroy the AAAs with either your chain gun (Y) [illegible] B

- [illegible] each of both AAAs. Conserving ammunition is not so [illegible] Campaign #1, where ammo is not scarce, but in later [illegible] serve ammunition.

- As soon as you're safe from AAA fire, attack the radar dish. Since the radar dish [illegible] back, there is no need to use your heavier fire-[illegible] Blast away with your chain gun (Y) as fast as you [illegible]

- After you destroy the radar [illegible] START [illegible] AAAs, so press (Y) to call up the map screen.

- Notice that the radar site you just destroyed no longer appears on the map. Before you move to the next radar site, you might want to see what objects lie between it and your present position.

- [illegible]

- Fly north toward the radar site. Take out enemy targets along the way as you see fit. **REMEMBER: Virtually everything on the screen is destructible, but you are required to destroy only the seven targets on the map.**

- Destroy the radar site as before.

- At this point you still should have more than half a tank [illegible] should be enough to complete the second mission. **NOTE: It is unwise to attempt to complete the objectives out of order.** [illegible] first destroying the [illegible]

- Check the map for the next objective: the Power Station-Toggle [illegible] the safest route and the best probable direction [illegible] Notice that AAAs are placed strategically, and that [illegible] the remaining targets.

- Try flying north and east, avoiding the heavily defended airfield. When [illegible] **Enemy buildings and tents sometimes contain useful supplies.**

[illegible] *into something, your* [illegible] *you vulnerable. Also,* [illegible] *points and inflicts a little* [illegible]

- Take out the Rapiers and the AAAs guarding the power plant. [illegible] fuel, you might take the time to destroy the power plant with your chain gun and save your Hydras and missiles [illegible]

- [illegible] armor points left, then you might want to pick up the toolbox. **The toolbox restores your armor to full strength.** Pick up the toolbox in the same way that you picked up the MIA. Hover over it and your copilot will lower a hook and pull the toolbox up with the winch.

- At this point, you could probably use some fuel and some ammo. There is a crate in one of the barracks to the south and some fuel drums nearby, unless one or both were accidentally destroyed in the battle. [illegible] in the area.

- Find the fuel barrels and ammo [illegible] them [illegible] them up.

- [illegible] nearest airfield [illegible] heavily defended and you could bite the dust easily. Try to sneak up on the AAAs and Rapiers and destroy them before they can turn around and fire.

- [illegible] MIA. This action restores your armor, and you can return to [illegible] objective with a new lease on life. You might want to check the [illegible] **If possible, always have an MIA on board.**

- Finish destroying the airfield. You have to eliminate all the planes and all the buildings before the airfield is considered destroyed. When in doubt, check the map. If the airfield icon still appears on the map, then at least one object critical to the airfield remains intact.

- Destroy the other airfield [illegible]

- [illegible] make sure [illegible] and [illegible] possible [illegible]

- [illegible]

- You need only destroy one command center and capture one [illegible] in order to get the [illegible] the spy, but you receive bonus points for destruction [illegible] above and beyond the call of duty. Make sure you [illegible] and armored [illegible]

- At the gate where the spy is [illegible] you will find three [illegible] buildings [illegible] ground map [illegible] and destroy [illegible] appear [illegible]

- When you [illegible] the [illegible]

- [illegible] appear on the scene. You may [illegible] to fly around the area to locate all the VDA's. Destroy all the [illegible] and the spy will emerge from the trap door [illegible] the spy and [illegible] and [illegible]

- After you [illegible] and [illegible] commander gives you a summary [illegible] your [illegible]

- Read your debriefing and get your assignment for Campaign #2. If you want to stop now and return to the game later, **write down the password. Note: you must complete a campaign to obtain a password for the next campaign. You cannot return to the middle of a campaign.**

SNAFUS
1 Destroying [illegible]
2 Destroying [illegible]
3 Destroying the secret agent

CAMPAIGN #2: SCUD BUSTER

This campaign takes place at high noon [illegible]

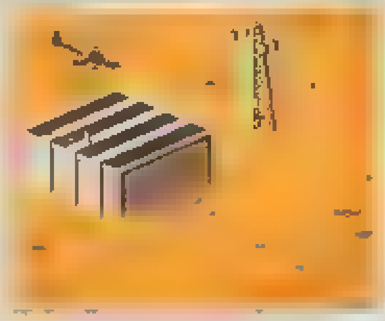
[illegible] complete [illegible]

[illegible]

2 ORCHESTRATE A JAIL BREAK

[illegible] Make sure [illegible] area before [illegible] the fleeing prisoners with the designated [illegible]

3) DESTROY THE POWER STATION



The target is well guarded, but you should be able to demolish it without taking much damage if you know how to dodge the enemy's weapons.

4) DESTROY THE CHEMICAL WEAPONS COMPLEX

Make sure you have plenty of armor and ammunition before attempting this mission.

5) TAKE OUT THE [illegible]

After you destroy the chemical weapons complex, the Scud [illegible] start getting nervous and decide to make a run for it rather than risk [illegible] [illegible] like rats to their own holes. Now is your chance to capture them and find out where the Scud launchers are placed.

First you will need to check the map to find out where all the Scud command [illegible] [illegible] buildings marked by a red and white flag. These are the command headquarters. [illegible] [illegible] Scud commander who [illegible] [illegible]

As you capture each [illegible] commander, a Scud [illegible] side [illegible] the map as a [illegible]. [illegible] Scud [illegible] and see if you [illegible] them [illegible] missiles. There are six [illegible] and you must [illegible] at least five of them [illegible] the mission.

5. RESCUE PRISONERS OF WAR

This mission is what the second campaign is all about. With enough ammunition and fuel, and the savvy it takes to stay alive [illegible] complete this rescue and return safely to the frigate for new orders.

There are 16 POWs in all, and you need only rescue 14 of them. Don't let more than two men be destroyed, or all your work up until now will have been in vain.

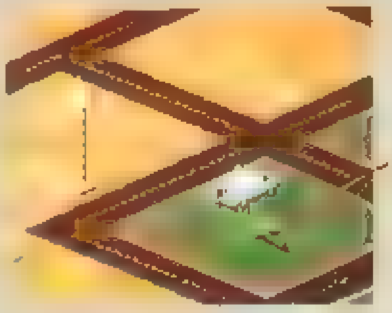
Take the survivors back to the frigate.

WARNINGS:
1. Destroying more than one Scud Commander
2. Allowing more than [illegible] political prisoners to be destroyed
3. Allowing more than 2 POWs to be destroyed

CAMPAIGN #3: EMBASSY CITY

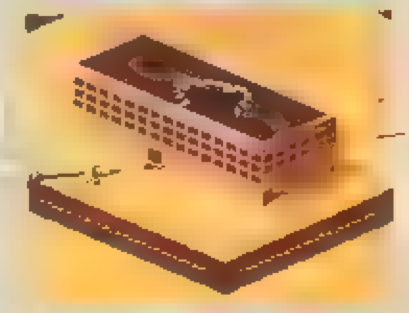
This campaign takes place in the early evening.

1. RESCUE U.N. INSPECTORS



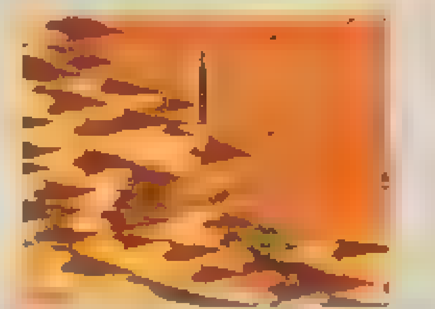
The United Nations inspectors are under attack in a parking lot near the hotel. Fly in and eliminate the enemy tank and ground troops. Make sure not to hit the inspectors or you'll have to start over.

2. DESTROY BIOLOGICAL WEAPONS COMPLEX



There is a large [illegible] weapons facility [illegible] the [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] by [illegible] other similar looking [illegible]. Destroy the buildings to find and capture the chemists. When you [illegible] the right one he'll give you the locations of the underground missile sites.

3 DESTROY UNDERGROUND MISSILE SITES



In this mission you have to [illegible] which are covered by sand dunes. Use [illegible] coming [illegible] you'll [illegible] Once you see [illegible] you can blow [illegible] your shed

Sometimes the explosion from the silo will detonate a fuel drum, ammo crate or other object in the area, so you might want to pick up needed supplies before you destroy the silo

4 RESCUE THE PILOTS LOST AT SEA

This mission is fairly easy. Destroy the enemy speedboats without harming the defenseless pilots and then pick up the pilots. One of the pilots has a valuable piece of information.

5 DESTROY THE POWER STATION

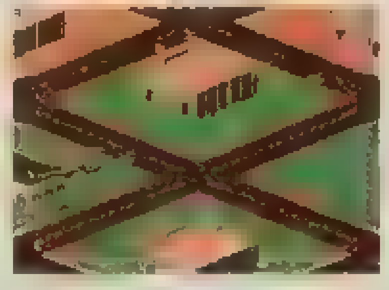
You learn from one of the rescued pilots that the power station controls an alert zone around the madman's yacht. You'll have to destroy the power station before attempting the difficult rescue at the yacht.

6 RESCUE PRISONERS ON MADMAN'S YACHT

After [illegible] the [illegible] in the yacht. The prisoners will leap into the water one by one. The prisoners are weak from captivity and can't stay afloat for long, so you'd better have a good [illegible] and know [illegible]. Be careful [illegible]

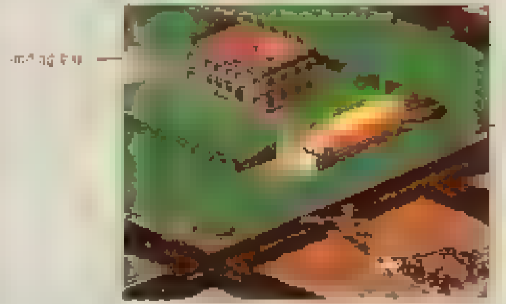
Dump into the vault as the time it takes to recover might cost a prisoner his life. If you let [illegible] prisoners drown you'll have to start over.

7 CAPTURE THE ENEMY AMBASSADOR



Here you will face the heaviest fire power you have encountered thus far. Make sure you have a full load of ammo and know where you can get more. One crate probably won't be enough. But all the ammo in the world won't help you if you don't take out the radar station providing [illegible] zone around the area. You could lose three lives here in a few seconds if you're not careful and quick.

8 EMBASSY RESCUE



Your last mission in this campaign is to rescue the 12 embassy officials held captive in the embassy building. Your copilot jumps out to drive the bus, so you'll have to work the guns yourself from here on in. In order to drop off your copilot you must first destroy the enemy helicopters. Once the helicopters are destroyed, a landing zone will appear. Land on the "X" and the rescue sequence will ensue. After you destroy all the enemy's defenses, blast open the gate [illegible] the bus. Your copilot [illegible] the [illegible] [illegible] take [illegible] a beating. [illegible] [illegible] campaign over [illegible] will be listed as MIA.

FAILURE:

1 Allowing more than [illegible] helicopters to be destroyed
2 Destroying [illegible]
3 Allowing [illegible] pilot to be destroyed
4 Allowing more than [illegible] prisoners to drown
5 Destroying the enemy Ambassador
6 Allowing the bus to be destroyed.
7 Destroying the C-130 transport plane

CAMPAIGN #4: NUCLEAR STORM

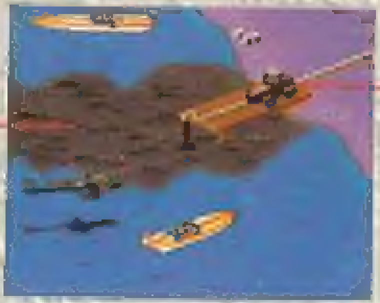
This Campaign takes place at night.

1 PROTECT THE OIL FIELDS

There are two objectives in this mission: [illegible] and the commandos in the [illegible] in the middle of the oil fields and to destroy all the enemy tanks around the oil fields. If you allow the enemy to destroy too many oil containers you will be called back to the frigate and have to begin again.

It's important to pick up all the commandos at once. Their landing site is available for only one unloading, so if you don't drop off enough commandos on your first landing, you won't be able to complete this first mission.

2. STOP THE OIL SPILLS



A good gunner comes in handy here. Before you attempt to close off a pipe, you'll want to take out the enemy forces stationed near the oil dock. Once you're safe, go ahead and fire at the end of the pipe. You have to hit just the right spot in order to stop the spill; that's where an accurate gunner is called for.

Now you're on your own. Make sure you read all the information presented to you on the screens. Completing the game is hard, but far from impossible.

SNAFUS

There are a number of snafus in this, the last campaign. By now you should have a sense of what kinds of things you cannot do in order to complete a campaign. But if you foul up, the program surely will let you know.

PASSWORD

At the end of each successful campaign you receive a seven character password and your current score. Make sure to write it down if you wish to return to the game at the beginning of the next campaign with your score intact, rounded down to the nearest thousand points.

The password does not save your copilot selection or any non-standard control settings you may have chosen.

You have about five minutes to write down the password before it disappears.

See p. 8 for instructions on restoring a previous game.

HINTS AND TIPS

The following items divulge certain facts about the game and serve to make it easier to play. In no way are they necessary for successful completion of the game. For the maximum challenge, refrain from reading on.

KEEP MOVING

- You can't win the game if you don't learn how to out maneuver the enemy's weapons. The President picked you to head-up this mission because of your considerable skills as a pilot. He would be mighty disappointed if he saw you going toe-to-toe with a SAM launcher in a government-owned Apache when you could easily dodge and fire.

FUEL AND AMMO CONSERVATION

- In Campaigns 2, 3, and 4 there are more fuel drums and ammunition crates in the field than are indicated on the map. The map shows only those supplies exposed above ground. Numerous fuel and ammo dumps are hidden in buildings, under sand dunes, etc. The only way to find these hidden supplies is to blow up the structures that conceal them.

- You might find it a useful strategy (especially in the latter, more difficult campaigns) to explore the field for hidden supplies, taking note of where they are, before attempting to win a campaign.

- Whenever possible, use your chain gun to destroy non-hostile targets such as bunkers, sand dunes, and small buildings. You'll find in the latter campaigns that your missiles and Hydras are precious commodities not to be squandered. So when you clear an area of enemy weapons, use your chain gun to destroy the targets if you have enough fuel, firing rapidly with the (Y) button to conserve fuel.

- Don't waste fuel and ammo by picking them up when you're already full or nearly full. It's best to let them sit where they are and return when you need them.

- You will notice that your Apache does not consume fuel when you're flying over water. Accordingly, fly over water whenever possible to conserve fuel.

JINKING

- Certain targets are difficult to hit, even with Jake as your copilot. The Oil Spill and Bomb Shelter missions are two examples of difficult targets, where you have to strike a small spot on a large object in order to do damage. Jinking (see Control Summary on p. 3 for instructions) will help you increase your precision by allowing your Apache to move left, right, forward or backward without rotating.

NEUTRAL TARGETS

- Some targets, such as buildings and dunes, are neutral, which means that your gunner will not fire on them automatically. If you want to hit a neutral target, you must point the Apache directly at it and fire. Jinking often comes in handy here.

PICKING UP PASSENGERS

- When there is a crowd of waiting passengers, your copilot will pick out the closest one and drop the ladder for him. You must pick up that passenger or back away from him before the ladder will drop for another passenger. Also, the ladder (and the winch) will appear even when it's behind a building or other object so as to better help you guide it.

- You can capture unarmed enemy foot soldiers, but if you leave the area after spotting them, they may not be there when you return.

DROPPING OFF PASSENGERS

- When you land at a landing zone, all passengers (except commandos, see p. 33, and EANN crew members, see p. 38) will disembark. Try to drop off your passengers at appropriate times so as not to waste the armor value they bring. You need not pick up all available passengers to win a campaign, but you should remember the locations of the people you did not pick up so that you can use them for armor points later.

- The commandos and the EANN crew must be dropped off at their appropriate landing zones, or else they will take up valuable payload space for the rest of the campaign.

ARMOR CRATES

- There are armor toolboxes hidden in all four campaigns. Picking up an armor crate restores your armor to a full 600 points.

QUICK LADDER

- All four campaigns offer a quick ladder, but you have to find it. The quick ladder allows you to pick up objects practically on the run, and can make your life a whole lot easier. The quick ladder lasts for an entire campaign, even if you crash, but it does not carry over into subsequent campaigns.

EXTRA LIVES

- The box with the red cross on it contains an extra life. There are a few hidden throughout the campaigns, and you will almost certainly need some of them to win the game. Extra lives do not carry over into subsequent campaigns.

ALERT ZONES

- Certain targets are protected by alert zones, which dramatically increase the power of the major weapons (every thing but the ground troops' hand held weapons) and the armor protecting the weapon. In other words, the weapons hit much harder and are much harder to destroy.

- Some alert zones are controlled by radar stations and some are controlled by power stations. Pay attention during your briefings and to all information you receive during a campaign to find out which stations control which alert zones.

- Radar stations put out a **range alert**, which gives the enemy weapons an increased range. Power stations supply an **aim alert**, which allows the enemy to move their turrets electronically, instead of manually. Weapons on **aim alert** cannot be out-maneuvered. It's best just to stay away until you destroy the power station supplying them.

CHOOSING YOUR WEAPONS

- As you gain experience you will discover how much firepower it takes to take out certain enemy targets. It's important (especially in the latter campaigns when ammunition is at a premium) to remember how much firepower you need to destroy a given target.

- For example, after completing Campaign #3 you should know that it takes one missile and two hydras to destroy a ZSU tank. Accordingly, you should develop the habit of pressing (A) once then (B) twice when you need to destroy a ZSU in short order. Of course, in an alert zone you'll need a lot more firepower, but you shouldn't stray into alert zones.

FOOLS RUSH IN

- You can save yourself a lot of heartache by checking the map for the positions of the enemy's defenses before traveling. The map shows only the ground weapons newly introduced in each campaign, so in the latter campaigns you must be ready to face the unknown.

- The *Weapons Appendix* is a reference to the enemy's major weaponry. The more information you have, the fewer surprises you'll encounter, and the better your chances of saving the world from the cowardly tyrant.

EXPERT CHALLENGES

- If you finish the game and want a further challenge, try playing all four campaigns with Mr. D. as your copilot.

- Or try to accomplish all possible objectives in all four campaigns, such as rescuing all 18 MIAs in Campaign #1 or rescuing the EANN TV news crew and flying them to the landing zone at the TV station in Campaign #3. They will disembark only at the TV station.

WEAPONS APPENDIX

In Alert Zones, the values of armor and weapons power are increased.

CHAIN GUN: inflicts **3 points** of damage

HYDRA: inflicts **25 points** of damage

MISSILE: inflicts **100 points** of damage

— covers **600 points** of armor

ENEMY WEAPON	ARMOR	POWER DAMAGE	RATE OF FIRE	SPEED OF PROJECTILE
AK47	10 points	5 points	0.8 sec	fast
APHID	25	75	3.0	fast
AAA	50	20	0.9	fast
RAPIER	75	100	2.5	fast
VDA	100	25	0.33	fast
ZSU	150	40	0.33	faster
SPEEDBOAT	150	60	1.25	faster
CHOPPER	150	100	1.5	faster
M48	200	100	2.5	faster
CROTALE	250	150	2.0	slower

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